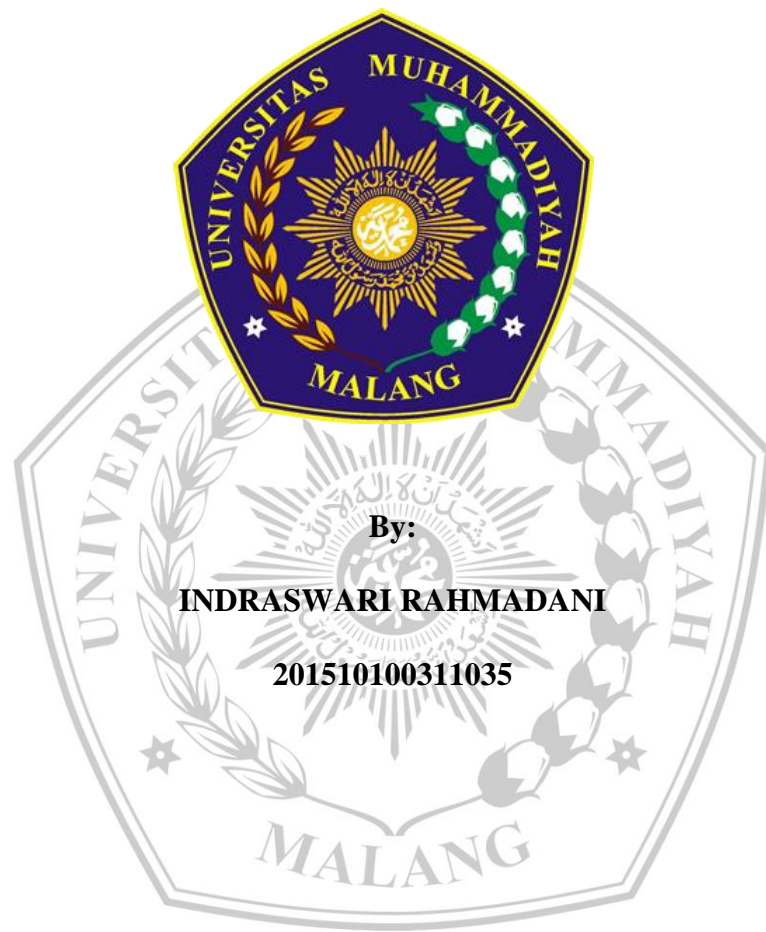


**THE IMPACT OF BINGO GAME IN STUDENTS' VOCABULARY
MASTERY IN TENTH GRADE OF SMK PGRI 1 PASURUAN**



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UNIVERSITY OF MUHAMMADIYAH MALANG**

2019

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THESIS

**This thesis is submitted to meet one of the requirements to achieve
Sarjana Degree in English Language Education**



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2019

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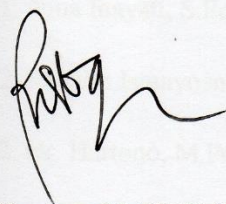
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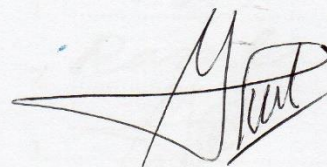
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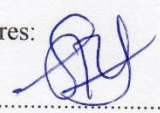
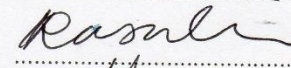
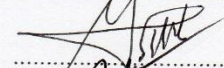
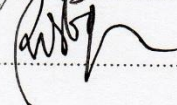
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MOTTO AND DEDICATION

MOTTO

“Fa inna ma’al ‘usri yusra.” (QS. Al Insyirah: 5)

Meaning:

“For indeed, with hardship will be ease”.

DEDICATION

1. Allah SWT, for give me a meaningful life and everything.
2. My beloved parents, who always being my love and supporting system.
3. My little sister and brother, who always be proud of me.
4. My best partners: Rizqa, Diah, Anggi, Dimas, Wulan, Nisa, Dita, Khafi, Dita Kurnia, who always be a good bestfriends.
5. My beloved Small B classmates, who always stay together from the first until the last moment.
6. My beloved friends, who always listen to my insecurities and support me.
7. Those, whom I can’t mention all of your name but give me a support to finish this thesis.

AUTHOR'S DECLARATION OF ORIGINALITY

I hereby declare that the intellectual content of this thesis is the product of my own work and has not been submitted to any other University or Institution.

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Malang, October 25th, 2019



Indraswari Rahmadani

THE IMPACT OF BINGO GAME IN STUDENTS' VOCABULARY MASTERY IN TENTH GRADE OF SMK PGRI 1 PASURUAN

ABSTRACT

Vocabulary is one of the important part in learning a foreign language that should be mastered by the students in order to master another language aspects such as reading, writing, listening, speaking and grammar. The preliminary study in SMK PGRI 1 Pasuruan showed that there was a vocabulary problem which faced by students which lead them to other problems. The purpose of this study was to know whether or not there is an influence in students' vocabulary mastery by using Bingo game.

This study used experimental design with the treatment held in three meetings, 3x45 minutes in each meetings. The population of this research was the students of SMK PGRI 1 Pasuruan. The sample was two classes, clas X TKJ as the experimental group and X TBSM as control group. Both of them consisted of 26 students. In collecting the data, the researcher used tests as the instrument in a form of multiple choice. The test consisted of 25 items for pre-test and also 25 for post-test. For analyzing the data, the researcher used Independent Sample T-test.

From the data analysis, it was found that the result of Independent sample T-test was 0.000. This result is consulted to the score of Sig.2 tailed < 0.05. Therefore, H₀ is rejected and H₁ is accepted. In other words, from this research it can be concluded that Bingo game technique can influence the students' vocabulary mastery.

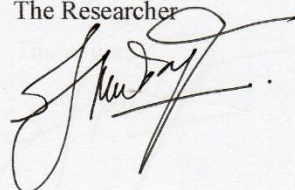
Key words: *vocabulary, game, bingo*

Advisor I



Dr. Hartono, M.Pd.

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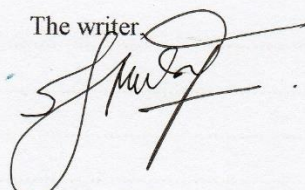
Alhamdulillah rabbil 'alamin, first of all, the researcher would like to thank to Allah SWT, the most Merciful and Beneficent who gives guidance, blessing and also affection, so the researcher could have finished her thesis successfully. Peace and upon our prophet Muhammad SAW, His families, His companion, and His followers.

The highest appreciation was also given to the first advisor, Dr. Hartono, M.Pd. who always had given his time, his dedication, his meaningful guidance, encouragement and suggestions during the preparation and completion of this thesis. The appreciation was also given to the second advisor Kharisma Naidi W.S., M.Pd. who had given her advices, guidance, suggestions and attention of this thesis.

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Malang, October 25th, 2019

The writer



Indraswari Rahmadani

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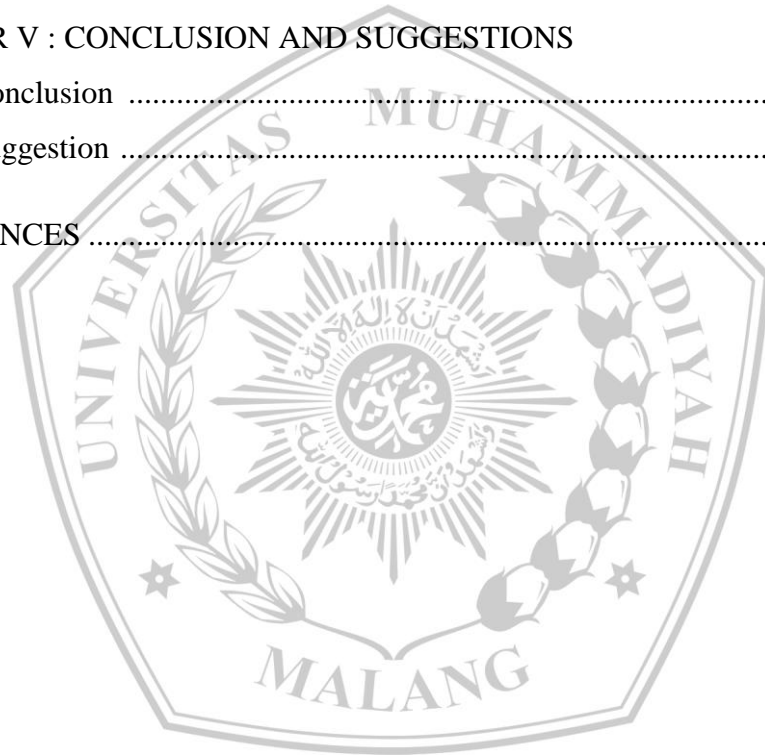
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